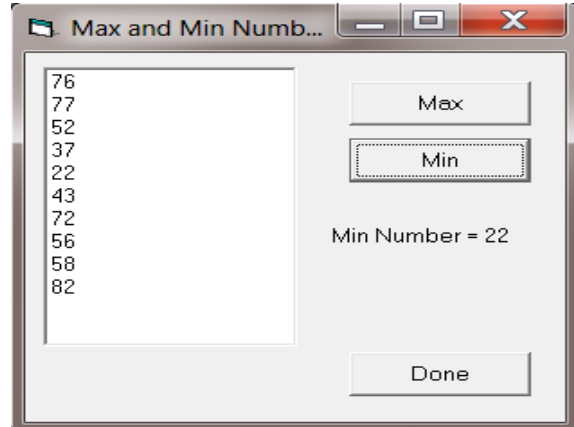


Chapter 9

Programs

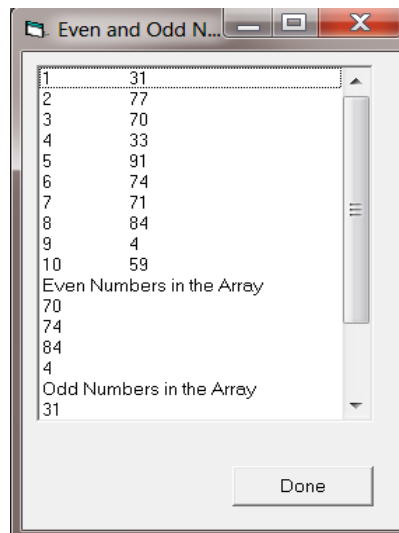
Program 1

Create a Max and Min Numbers application that generates an array of 10 random numbers between 1 and 99 and then displays the array elements in a list box. The program should display the highest number in the array when the Max button is clicked and the lowest number in the array when the Min button is clicked. The program interface should look similar to the following:



Program 2

Create an Even and Odd Numbers program that generates an array of 10 random numbers between 1 and 99, and displays in a list box the entire array, the even numbers and odd numbers. The program interface should look similar to the following:



Your program should use:

- FillArray procedure to generate and store the random numbers in the array.
- DisplayArray procedure that display the index and its element in the list box
- EvenNumbers procedure that adds the even numbers to the list box
- OddNumbers procedure that adds the odd numbers to the list box.

Program 3

Create a Hidden Prize application that contains a control array of command buttons to represent a 5 X 5 board. The user is allowed five guesses to find the two randomly selected command buttons that contain the text “Comp” and “uter”. If the user finds both of the hidden words, they win. The program should look similar to the following:

